

PHYSICAL ATTRIBUTES		MENTAL ATTRIBUTES		SPECIAL ATTRIBUTES		SPECIAL ATTRIBUTES	
BODY: 5		CHARISMA: 2		EDGE: 2		CURRENT EDGE POINTS:	
AGILITY: 1		INTUITION: 4		ESSENCE: 6		ASTRAL INIT: 8	
REACTION: 2 (5)		LOGIC: 1		INITIATIVE: 6 (9)		MATRIX INIT: 5	
STRENGTH: 11		WILLPOWER: 3		MAGIC: 6		INIT PASSES: 1 (4) 1    ASTRAL: 3	MATRIX:

**ATTRIBUTES**

<b>CONTACT NAME</b>		<b>TYPE</b>		<b>CONNECTION</b>		<b>LOYALTY</b>		<b>INCIDENCE</b>	
<i>CONTACTS &amp; ENEMIES</i>									
<b>QUALITY NAME</b>									
Adept				SR4		90			
Astral Beacon				SR4		94			
Bone Spikes				RC		111			
Celerity				RC		112			
Cyclopean Eye				RC		117			
Distinctive Style				RC		103			
Illiterate				RC		105			
Metagenetic Improvement (STR)				RC		114			
Poor Self Control (Combat Monster)				RC		107			
SINner (Criminal) (Mugger)				SR4		95			
The Warrior's Way				WA		14			
<i>QUALITIES</i>									
<b>ARMOR</b>				<b>BALLISTIC/IMPACT</b>					
<b>TOTAL</b>						17/15			
Armor Jacket						8/6		SR4 326	
Form-Fitting Full-Body Suit						6/2		AR 48	
SecureTech PPP Armor (Ensemble)						2/6		AR 49	
<i>ARMOR</i>									
<b>WEAPON</b>		<b>DAMAGE</b>		<b>AP</b>		<b>MODE</b>		<b>RC</b>	
<b>AMMO</b>									
<i>RANGED WEAPONS</i>									
<b>WEAPON</b>		<b>DAMAGE</b>		<b>AP</b>		<b>REACH</b>			
Unarmed		16P		-		1		SR4	
Attack								159	
<i>MELEE WEAPONS</i>									

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	RESP	SYS	SIG	FIRE	DEVICE		
Harley-Davidson Scorpion (Chopper)	2	15/30	120	2	8	4	1 (5)	12	3	3	3	3	SR4 348		
Metahuman Adjustment, Troll; Ram Plate Vehicle Sensor <i>VEHICLE/DRONE</i>															
COMMLINK	RESPONSE	SYSTEM			FIREWALL			SIGNAL							
CMT Clip	1	1			1			3							
ACCESSORIES Vector Xim <i>COMMLINK/PROGRAMS</i>															
NAME							RATING								
Critical Strike							6								
Improved Reflexes 3							SR4 195								
Killing Hands							SR4 196								
Mystic Armor							1								
Smashing Blow							SR4 197								
							SM 179								
<i>ADEPT POWERS</i>															
NAME							RATING								
Kickboxing							2								
+1 DV on Unarmed Combat attacks; +1 DV on Unarmed Combat attacks							AR 158								
MANEUVERS Finishing Move AR 159; Full Offense AR 160 <i>MARTIAL ARTS</i>															
LIFESTYLE							MONTHS								
Found a "nice" place							1								
Comforts: Squatter, Entertainment: Low, Necessities: Squatter, Neighborhood: Low, Security: Low							RC 154								
Start							0								
Comforts: Street, Entertainment: Squatter, Necessities: Street, Neighborhood: Street - Z-zones/Barrens, Security: Street							RC 154								
<i>LIFESTYLE</i>															
NAME				RTG.		QTY.		NAME				RTG.		QTY.	
Backpack				-	1		AR 53		Grapple Gun				-	1	
Fake SIN (Barkeep)				4	1		SR4		Sleeping Bag				-	1	
							332		Survival Kit				-	1	
Fake License 4 (Ram Plate); Fake License 4 (Ram Plate)									Microwire (100 m)				-	1	
							337		Tent				-	1	
Gecko Tape Gloves				-	1		SR4		Rappelling Gloves				-	1	
							336								
<i>GEAR</i>															
Alec was abandoned as a child in the Seattle docs. He was rescued by a docworker who took care of him for a few years until Alec grew too big and he decided to dumb him to the streets. He was strong and big enough to defend himself so he survived. He got involved in the gangs and got mixed up in all sorts of petty crime. He was caught one day when he mugged some passer by to steal his belongings. He served his time but when he got out he still had no other place to go but the streets which he knew so he returned. He ran with the troll gang for while until mafia decided they needed his services so they coerced the gang to put him in mafia's service as a shadowrunner. <i>BACKGROUND</i>															